



“ The best thing ol’ Al ever did for his place was Pulsar. It’s more than a game. It’s a sport. I like its guts. I mean, the better I get, the tougher it gets. See, you’re slidin’ through the maze blastin’ away, the Pulsar heart-beat is keepin’ time. Then, just when you think you’ve got it whipped, in comes a new maze and you gotta change your

‘Fingers’ Malloy for Pulsar

game plan. Hey, I may have the touch, but I don’t have Pulsar aced. It’s the only game in town that keeps comin’ back for more. So I do too. I’ll bet ol’ Al figures he’s got a gravy train with Pulsar, and he’s right. Cause I’ll tell you one thing, if you’re not playing Pulsar, you’re just playin’ games. And you can quote me on that. ”

Gremlin/SEGA

"Check it out."

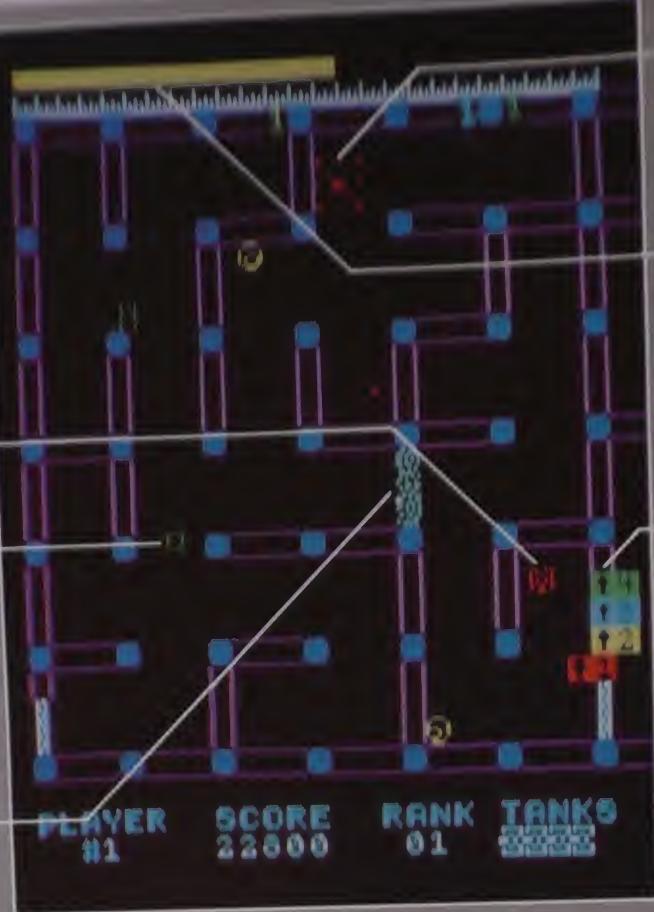


Cross the line through the changing maze and upgrade the treasure keys to Item code confirmation. Every room presents the player with a new achievement.

Score points by eliminating blasting enemy aggressors and by unlocking the locks.

Yellow enemy aggressors move along the walls. Green aggressors travel at random. Red enemies bounce and ricochet off walls. All travel faster and shoot more frequently with each round, and they also become worth more points.

Avoid the constantly changing force field walls. The player is destroyed if caught in one.



blast the blast walls
and a bonus key will
automatically appear.

Open the doors to find
treasure rooms
by shooting at the
locks in any
sequence.

Y and Z keys provide the calculated means to how much fuel remains after all locks are opened—the less fuel used, the more points scored.

Double bonus points are earned by unlocking the locks in 1, 2, 3, & sequences.

Seven realistic sound effects:

- the continuous Pulsar heartbeat
- the electric sizzle of force-field walls
- the clanging of shifting walls
- the blasting sound of the player's fire
- the piercing shots of the aggressors
- the sound that signals the shift to a new maze
- the exciting clamor of bonus points

PULSAR

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Gremlin/SEGA

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Sega Europe Limited, 15 Old Bond Street, Mayfair, London W1X3DB

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VIDEO GAMES

SEGA

PENGO™ IS COMING!



*The new Star of
video cartoon games
is about to be unveiled.*

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SEGA

Sega Enterprises, Inc., 2029 Century Park East, Los Angeles, CA 90067 TLX 628432

UNCR

JVC CP-5200U COLOR VIDEO CASSETTE PLAYER



STILL-PICTURE PLAYBACK CAPABILITY

Cabinet: Illuminated rose grain

CP-5200U



- Loading lamp
- Tape counter
- Repeat lever
- Audio select lever
- Color lock control knob
- Tracking control knob
- Power switch
- Power indicator lamp
- Eject lever

- Cassette housing
- Still lever
- Rewind control knobs
- Indicator lamps
- Rewind button
- Stop button
- Play button
- Fast forward button
- Auto and B/W selector switch

- TV monitor connector
- RF unit compartment
- Audio output jacks
- Video output connector
- Antenna connector
- RF output connector
- Remote control connector
- AC input terminal
- Circuit breaker

ADDED CONVENIENCE IN PROFESSIONAL VIDEO PROGRAMMING

The CP-5200U has been designed in response to widespread demand for a 3/4" color VCR with excellent still frame capability. It provides still picture viewing for detailed analysis, an added convenience in any type of training or educational programming.

The optional plug-in RF converter provides you with the added option of not only playing back through a monitor but also regular TV receiver.

The U-type VCR has created an entirely new dimension in corporate, educational and government communications, and the CP-5200U provides over the utmost in convenience to meet your professional video programming needs.

Sharp, clear pictures

Highly resolved, sharp images and well-defined action are provided by the AGC (Automatic Gain Control) with Counter Function APC (Automatic Picture Control), which is able to accommodate several users.

Still frame playback

During playback, you can stop the image in any of twelve positions. The still playback level allows you to adjust the playback picture to have stable, clear and distinct results.



Built-in drop-out compensation

For tape alterations caused by oxide irregularities, compensation is provided to assure you of obtaining clear pictures.

Automatic repeat

Using the counter repeat or the full repeat, you can automatically play back certain programs as many times as you want.

When the REPEAT lever is in the FULL position, the entire tape is played back repeatedly. In the COUNT position, the tape runs automatically until the tape counter reaches "000" and reappears from the beginning to that point again.



Stereophonic or bilingual sound track available

For greater operational flexibility, two audio channels allow simultaneous or independent playback of two different sound tracks. This enabling playback of stereophonic or bilingual tracks or single language audio tape decks.

Further-light operation buttons

All external operation control buttons are functionally arranged and can be controlled with a single light touch.



Playback on regular TV receiver

Using the plug-in video RF converter, you can enjoy clear, color videoimage programs on 90 percent of all TV sets.

Remote control optional

Just plug the remote control cord (option #1) into the CP-5200U and you have your own control on Play, Stop, Rewind and Fast Forward modes from a distance.



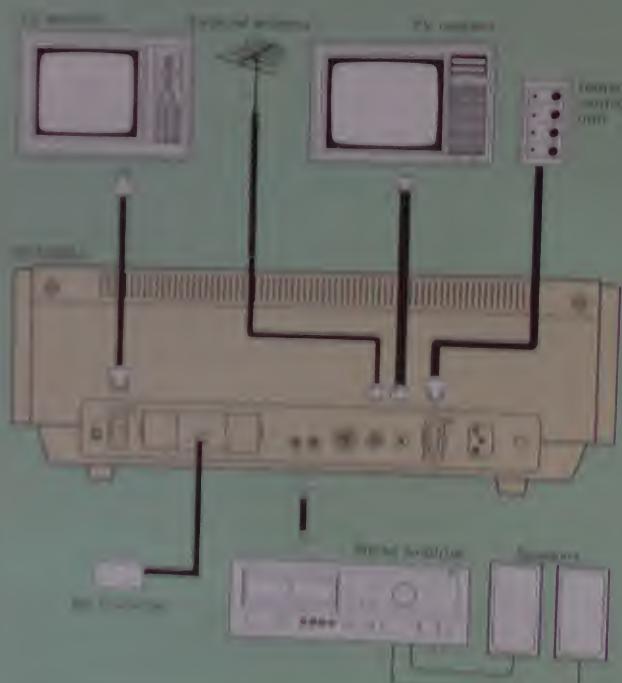
SPECIFICATIONS

Video playback system	Single head-head, helical scanning
Video signal system	EIA standard, NTSC, interlaced
Line speed	9.53 cm/s (3-1/4 ips)
Playback time	90 minutes (normal play)
	VCD-RW video recording mode
Power requirements	120 V AC, 60 Hz
Power consumption	30 watts
Demanding functions	F-C to 40°C (4°F to 104°F)
Video output	
Output	1.0 Vp-p, 75 ohms, unbalanced
Sync-to-video ratio	More than 65 dB
(Phase & Subcarrier phase control)	
Horizontal resolution	Color: 240 lines
Auto focus	Monoochrome: 300 lines
Audio signals	
Output level	0 dB, into impedance
Output impedance	2 kilohms, unbalanced
Signal attenuations	More than 40 dB
Frequency response	5.0 Hz to 12,000 Hz
Shutter keylock pressure	Manually controlled
Dimensions	520(W) x 198(H) x 458(D) mm (20 3/4" x 7-11/16" x 17-3/4")
Weight	26 kg (58 lbs)
Accessories provided	Power cord, Matching transformer, Dust cover

OPTIONAL ACCESSORIES



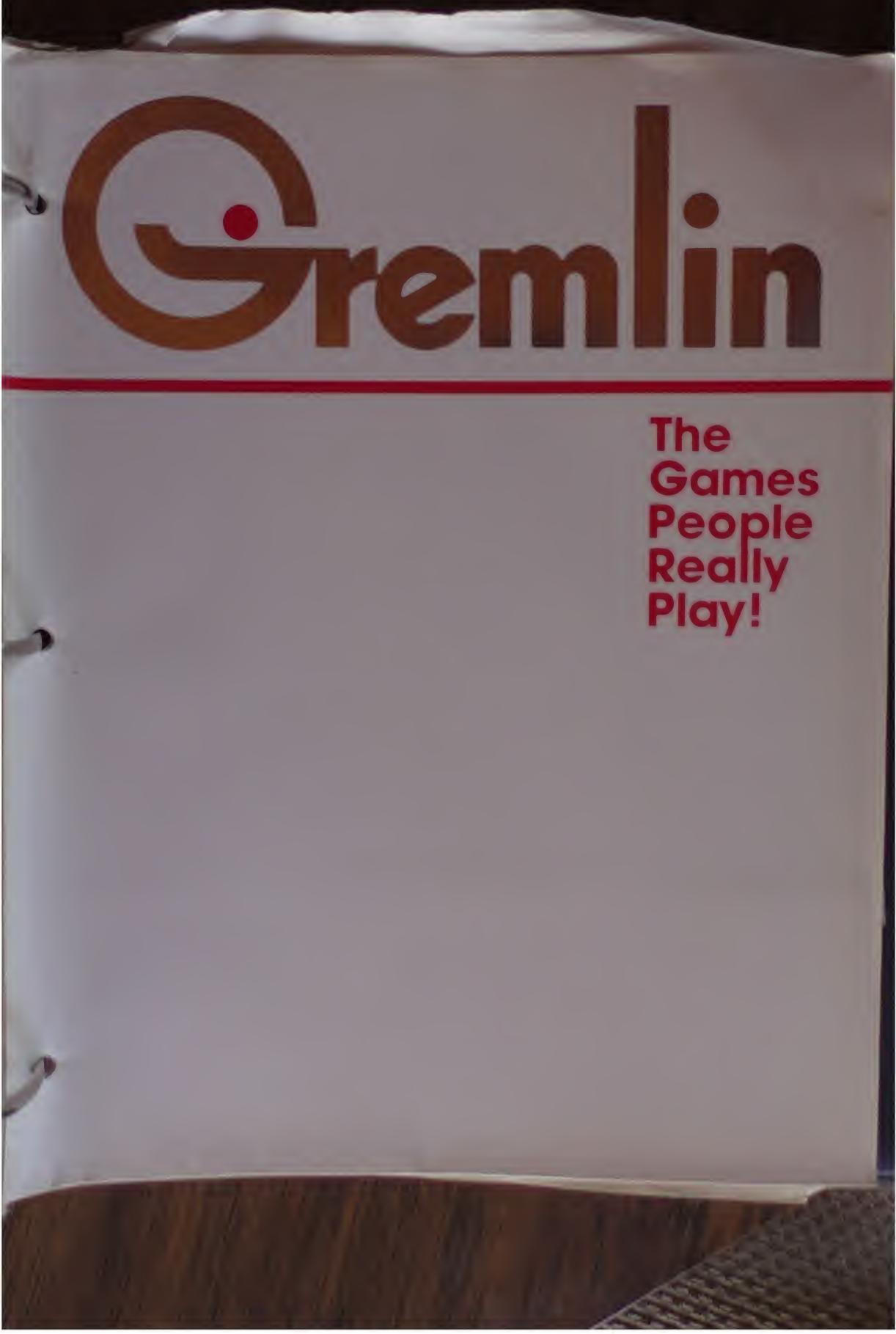
CONNECTIONS



Design and specifications subject to change without notice.

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U.S. JVC Corp.
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Troy, MI 48068-3100

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WHAT'S ON
THE ROAD AHEAD

Take these outstanding features:

- Combination time and remaining-car play.

If the player's score is over 2,000 when time runs out, a bonus car is awarded and play continues until the 2nd car crashes.

Additional cars are also awarded at 4,000, 6,000 and 8,000 points.

- The ultimate in realism.

The road has narrow and wide portions, slip zones, tunnels (Player's car lights go on), water puddles, 2-lane bridge and gravelled sections. Player must also yield right of way to emergency vehicles which rush by with screaming sirens.

- Dynamic sound effects.

8 different sound effects from front and back of the driver for added realism.

- Score ranking display spurs player's competitive instinct.

- Completely new streamlined cabinet.

How To Play

- Insert coin to start game. Shift into low gear and step on the accelerator. Shift into high for top speed and points.

- Player plays against time until timer drops to zero. However if player's score is over 2,000 extended play is possible until the player crashes all of his bonus cars.

- Score advances twice as fast when passing through tunnels or over slip zones or water puddles.

- Player's car increases in speed when score exceeds 5,000 and when score exceeds 8,000 the speed of the opponent's car will change making play more difficult.

Size: W 70cm x D 171cm x H 150cm

Screen: 20" Color

SEGA "SPACE ATTACK"

A space theme depicting battle with creatures from outer space. Creatures from outer space attack in waves to destroy the naval base. The player moves his ship with the control lever to evade enemy fire and, at the same time, attempts to shoot down as many creatures as possible by depressing the firing button on the control lever and releasing laser beams.

If player scores over 10,000 points (or 15,000 points), he wins an extra battleship.

If all creatures are shot down twice, their base spacecraft appears and, if the player also hits the base spacecraft, he will be awarded an extra battleship.

Game is over if all battleships are destroyed or if even one creature manages to reach the base.

In a 2 player game, the players alternate when a battleship is hit by the enemy.

Scores are 100 points, 200 points and 300 points for the different creatures.

This game is provided with a credit mechanism and high scores down to 3rd place are displayed.

Game also available in the popular cocktail table version in addition to SEGA's unique game stand models.

Dimensions: W63cm X D100cm X H170cm

Power: 100V, 105W, 50/60 Hz.

Screen: 20" Black & White (14" color in cocktail table and 16" color in game stand)

INVINCO

How Do You Cope With the Strong Forces of Invinco?

One Key To a High Score Is ----.

- * **Make Stars** and then Shoot Down the Immobile Enemy.
To avail yourself of time lag produced in the marching rows of Aliens, shoot carefully and change neighboring Aliens into stars. Then destroy the frozen targets quickly.
- * **Fire Without A Break!**
Fire the repeating laser beam without a break to prevent Aliens from attacking. In doing so Invincos will be formed and represented by another shape. They get smaller each time they are shot. You bring them down most effectively by continuous firing.
- * In Game Patterns 3, 4, 6 and 8 (and 10, 12 ---), Aliens move at random. So, in those Patterns, you must shoot them down at one or the other end of a row, to prevent them from advancing.
- * When all Aliens are brought down, any Invincos left alone on the screen will accelerate in speed. So you'd better leave one Alien unshot, to more easily take aim at the slowly moving Invincos.

HEAD-ON PART II

セガ・ヘッド・オン・パートII

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How to play
SEGA SPECIAL DUAL II

新しいセガ・チュアルIIが
のチカラを待っている！

株式会社 **セガ・エンタープライゼス**

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HEAD·ON PART II

よりエキサイティングに、
よりスリリングに、内容を一新

◆もう一歩進むではない!

そのコーナーにはターン・ゾーンがつきました。ここで方向転換が可能です。これまでのよろこび通り一方通行でなく、コンピューター・カーは同じ方向にまれるようになります。コンピューター・カーの先を走ったり違うついたりいろいろな走り方があります。

◆コンピューター・カーは4台になり方を走るたびに、コンピューター・カーダー(ひとつ増え)最後は4台になります。ゲームは一層とおもしろくスリリングに

ハイスコア作戦——

このテクニックをマスターしよう

•ターン・ゾーンを使って、キミの事をコンピューター・カーと同じ方向に走らせる。正確な走行の差異を少なくしてDOTを消すことができる。(図-A)
最大限に生きよう!

•ターン・ゾーンには、一番内側のレーンから外側のレーンがらも入れる。コンピューター・カーの動きを見ながら、順次外側に進もう。

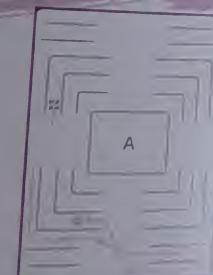
•コンピューター・カーの行動が覚えてきたら、ターン・ゾーンのテクニックを多用して逆方向から走ってくるコンピューター・カーを下さるだけを楽しむことを目がけよう。

ターン・ゾーンが方向転換すると、コンピューター・カーも同じのターン・ゾーンで方向を変えてくるので要注意。

◆バターンは無限!
コンピューター・カーは4台以上は増えませんが、バターンは無限に続きます。5バターン以後12バターンまでは、コンピューター・カーの走り方が各バターンごとにヨリ走りがちになります。コンピューター・カーの走り方がヨリ速くなりますので、高度のスキルが必要となります。

バターン	コンピューター・カー	DOTスコア	ボーナス
1	1台	5PT	-
2	2	-	300
3	3	15	400
4 - 12	4	20	500

4バターン以後は各バターンごとにボーナススコアが100PTづつ増えます。



● プレイヤーの車
22 コンピューター・カー

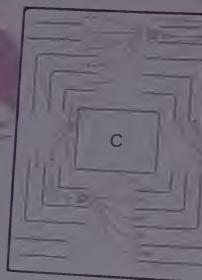
●ターン・ゾーンに使われるテクニック 内側のルートに入る時は一度外側のレーンに出てコンピューター・カーを走っておいて、一時に内側に入る(この辺の直角も使う)を常識する事をお忘れない(図-A,B)

またスピード・コントロールも重要な

●ターン・ゾーンを使う場合は3レーン飛び越しかける。それ以外は2レーンまで5レーン変更の時はスピード・ホップを押す(クリア)(図-C)



●コンピューターの車

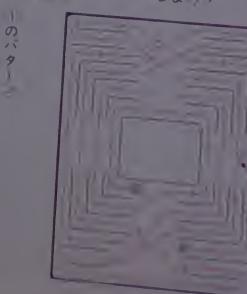


●このバターン
●他の場所でスピード・ホップする

1, 2のバターンはこうして消そう

では1, 2のバターンのDOTの消し方の一例を紹介しよう。どちらの場合もターン・ゾーンで方向転換を2回行っているのが特徴。

この他にも方法はいろいろある。キミも研究してコンピューター・カー4台にチャレンジしよう。



ビンコ軍団にキミはどう挑む！

INVINCIBLE

セガ・インビンコ

これがハイスコアの秘訣だ

●スターをつくって大量撃破！

エーリヤンは、各段ごとに移動する時間が少しづつ、ずれている。うまく狙って背後のエーリヤンをスターに変えて、大量撃破しよう。

●速射を使え！

ビーム砲は間をおかずに、次々に連射できる。エーリヤンに攻撃するスキを与えずにやっつけよう。また、インビンコはビーム砲が命中すると、形を変えて小さくなってしまう。小さくなると狙いにくくなるので連射で一举にやっつけるに限る。

●リハース移動する回のパターンは

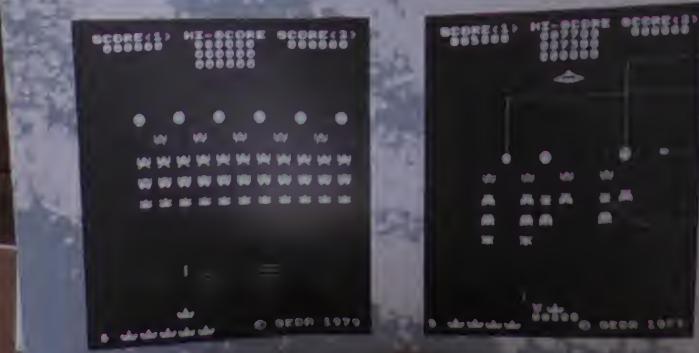
両端から消せ！

3, 4 および 6, 8 パターン（さらに 10, 12 パターン）は、エーリヤンがランダムに移動する。この場合は、両端から消すこと。そうしないと、エーリヤンが早く下に降りてくるからだ。

●インビンコだけを残す！

最上段にインビンコだけ残すと、動きが早くなってしまい危険だ。こんな時は、エーリヤンを1個どこかに残しておくこと。そうするとゆっくり動くので楽に狙える。

スタート位置	侵襲者の動き	インビンコの数
1	0	レギュラー 6個(1段)
2	1段下がる	0
3	2段 下	リバース(逆方向) 0
4	3段 下	0
5	4段 下	レギュラー 行進(2段)
6	5段 下	リバース 0
7	6段 下	レギュラー 0
8	7段 下	リバース 0
9	5, 6, 7, 8 パターンの練習用	



- インビンコー最初の大きさ。
- インビンコービーム砲が一発命中した後の大きさ。
- インビンコービーム砲が二発命中した後の大きさ。
- スター

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